Survey for the game "A Tiny Crisis in Space"
For the "Computer Games Laboratory" course at TUM
By Robert Brand, Jean-Luc Etgen,
Manuel Neuberger and Laura Vu

1. Controls and Interface

1.1. Were the procedures and rules easy to understand?

_____

_____

1.2. How did the controls feel? Did they make sense?

_____

_____

1.3. Did you find the information you needed on the interface?

_____

_____

1.4. Was there anything about the interface you would change?

_____

_____

1.5. Are there any controls or interface features you would like to see added?

_____

_____

_____

2. Impression of the Game

2.1. What was your first impression of the Game?

_____

_____

_____

2.2. How did that impression change as you played?

_____

_____

_____

2.3. Were there particular aspects that you found satisfying?

_____

_____

_____

2.4. What was the most exciting thing about the game?

_____

_____

2.5. Did the game feel too long, too short, or just, about right?

_____

_____

_____

2.6. Was there anything you found frustrating?

_____

_____

_____

3. Playstyles

3.1. Describe the objective of the game in your one word.

_____

_____

_____

3.2. Was the objective always clear?

_____

3.3. What was your strategy for winning?

_____

_____

_____

_____

_____

3.4. Was it necessary to work together with other players to win?

_____

_____

3.5. Did you feel under pressure while playing? If so was it too much pressure?

_____

_____

_____

3.6. What element/s do you think could be improved about the game?

_____

_____

_____

4. Additional Feedback

_____

_____

_____

_____

Thank you for participating!